

Inspired by the world of



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**LEGO®**

**FRIENDS**

**Instruction Manual**



Thank you for buying LEGO Friends, just one of LEGO Media's great new software titles.

At LEGO Media, we are constantly striving to set new standards in software by bringing the core LEGO values into this exciting new media. As with our play materials, our software titles focus on content and quality that will stimulate imagination and creativity in new ways.

By paying the greatest attention to consumer product testing we can pride ourselves on making sure our software is 100% kids compatible and deserving of the quality seal 'Kids tested. Kids approved'.

We are confident that LEGO Friends will bring you hours of enjoyment through the variety of rewarding activities it has to offer. If you experience any difficulties at all with this product, please do not hesitate to contact our customer services (see enclosed card), who will be pleased to help you.

LEGO Software is all about fun, so if you love LEGO Friends just take a look through the enclosed brochure to get a taster of the other thrilling titles in our range.

#### LOOSE CHIPPIN'S MUSIC VIDEO & INTERVIEW

The LOOSE CHIPPIN'S Music Video & Interview is a separate application on your LEGO Friends disc, here are the instructions for you to run it:

##### Starting up:

1. Place the **LEGO Friends CD-ROM** into your **CD-ROM drive**.
2. If the Autorun starts click **Cancel**.
3. To start the **Loose Chippin's** application:

- Double click on **My Computer**
- Right click on the **CD-ROM drive** and then choose **Open**
- Double click on the **Loose Chippin's** folder
- Double click on the **Loose Chippin's** icon

##### Options Screen:

1. Click the button, which shows your language.
2. If you have chosen the wrong language, click on this button to return to the language options screen.



##### Installation:

1. If you do not have QuickTime 4 or later installed you can install it now.
2. Follow the on-screen instructions (these instructions are in English) then restart Loose Chippin's.

##### Interview:



Click here to start the Interview.



Click here to stop the Interview.

##### Playing the Music Video:



Click the **Music** button and then **Play** to see **Loose Chippin's** perform their song "**Inspiration**".



Click here to stop the video.

##### Back to Interview:



Click here to go back to the interview.

##### Exit:



Click here and then click **YES** to leave the application.



We hope you enjoyed our exclusive Loose Chippin's track, 'Inspiration', and getting to know the girls in their interview. Now it's your turn to have hours of fun making music, creating dance routines & putting together stage shows of your own. Install LEGO Friends now and get started!

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# Getting Started

## Installation

Check that you have the Minimum Requirements for this game.

## Computer

**100% Windows 95/98 DirectX Compatible Computer required. Game not compatible with Windows NT, OS/2, Linux or Windows emulated operating system.**

<b>CPU</b>	Pentium 133 MMX or higher required.
<b>Memory</b>	32 MB RAM or higher required.
<b>Video</b>	DirectX compatible 2MB or higher SVGA Video Card.
<b>CD-ROM</b>	Eight speed or faster CD-ROM / DVD drive required.
<b>Sound Card</b>	100% Windows 95/98 DirectX 6.1 compatible 16-bit sound card.
<b>Input Device</b>	100% Windows 95/98 compatible mouse and keyboard.
<b>DirectX</b>	Microsoft DirectX 6.1 is included on this CD and must be installed to play LEGO Friends. Please refer to the <b>readme.txt</b> file contained on the LEGO Friends CD-ROM for more information regarding DirectX.
<b>Note</b>	Your system may require the "latest" Windows 95/98 drivers for your particular hardware. The CD-ROM has to be present in the <b>CD-ROM / DVD Drive</b> for the Game to run.
<b>Installation</b>	Installation requires 60MB hard drive space. (Uncompressed)*

\* Uncompressed means that the hard drive has not been subjected to any form of file compression, which allows the hard drive space to be increased. For example under Windows 98 the option that would usually be used to perform this function would be DriveSpace.

# Getting Started

## How do I install LEGO Friends?

Place the **LEGO Friends CD-ROM** into your **CD-ROM drive**. The installation help screen will become active after a few seconds. Follow the instructions that are displayed and you will be informed when the installation is complete. **PLEASE READ THE ON-SCREEN INSTRUCTIONS CAREFULLY.**

**Note: If the autorun option does not activate then this could be linked to the autorun function being disabled on your system. (Please see the readme.txt file included on the LEGO Friends CD-ROM)**

## How do I start LEGO Friends?

It is advisable to restart your computer if you have been running any other applications, apart from the **setup program**. The game should always be played with as few other applications running as possible, and it is best to wait for hard disk activity to stop before running the game. To run the game, click onto :

**Start**  
**Programs**  
**LEGO MEDIA**  
**LEGO FRIENDS**  
**LEGO FRIENDS**

The CD-ROM has to be present in the **CD-ROM / DVD Drive** for the game to run.



## Getting Started

### How do I uninstall the game?

It is advisable to uninstall the game using the LEGO Friends uninstall option.  
To uninstall the game, click onto:

Start  
Programs  
LEGO MEDIA  
LEGO FRIENDS  
UNINSTALL LEGO FRIENDS

The Uninstall option will help you remove files regarding this program from your system.

**Note: Any saved music / dance routines regarding LEGO Friends will not be removed by using the Uninstall option. These will have to be removed manually. (See the readme.txt file on the LEGO Friends CD-ROM).**

**When I exit the game why has my Windows Desktop either increased or decreased in Size?**

LEGO Friends automatically adjusts the **resolution** of your Windows Desktop area to **800 x 600** to conform to the requirements of the game.  
If the **Desktop size** does not return to its normal appearance then please see the following information on how to adjust the **display properties** of your system.

Most computers utilising Windows 95 / 98 operate with a colour setting of High Colour 16 bit and the resolution set to either 800 x 600 or 640 x 480. (Individual Preferences)



## Getting Started

1. Place your mouse pointer on a clear area within the Windows desktop screen and using the **right hand mouse button** click once
2. A menu will be displayed from which you need to select, using your **left-hand mouse button**, the **Properties** option.
3. The **Display Properties** option folder is now shown and you need to select the **Settings** tab. Ensure that **High Colour 16-bit** option is set with either **640 x 480** or **800 x 600** set as the resolution. (Individual Preferences)
4. Apply any changes and **re-start** your machine if requested.

### How do I check to ensure that all of my DirectX 6.1 drivers are certified?

Windows 95/98 with DirectX 6.1

**Note: If you are unsure regarding any installation of DirectX drivers then please contact your PC manufacturer as DirectX can alter your video / sound card settings if not installed correctly.**

With DirectX 6.1, you can check for a successful DirectX set-up by doing the following:

Click on **My Computer** ( Desk top Screen )

Choose:  
C drive,  
**Program Files** folder,  
**DirectX** folder,  
**Set-up** folder,  
Icon **DXDIAG**  
( Blue circle with yellow cross within it )



## Getting Started

The screen that appears has multiple tabs along the top. You will want to click on the **DirectX Drivers tab**. All of the drivers are listed separately and you will find a **Notes** field along the bottom. Within the notes field any problems encountered will be listed. If one or more of the items are listed as **uncertified**, this is most likely causing the problem you are having. Most often, the drivers that are not certified are either the **Primary Display Driver** and/or the **Audio driver**.

Most manufacturers of video cards and sound cards are releasing updated drivers for Windows 95/98 to meet the DirectX standard. You will want to contact the manufacturer of any component that is not supported and ask them about obtaining drivers that support DirectX.

**If you have any problems starting or running this game please see the readme.txt file contained within the LEGO Friends CD-ROM, which will help you with possible solutions for problems encountered with this game.**



## Getting Started

### Introduction

Hi! Welcome to Sunnyvale.

Sunnyvale is a great little town with lots of cool stuff going on. My friends and I have just formed a band called Tuff Stuff. We could really use your help with composing songs and working out dance routines. We've already got a few gigs planned, so we also need help with designing our stage shows.

If you want to know what's going on in Sunnyvale, you'll usually find us hanging out at **Tina's Cafe**, practising our music and dancing in **Anita's basement**, or working on our stageshow up at the **Auditorium**. There's a big **Scrapbook** filled with photos and scribbles that you can add to if you like.

But there's no time to chat. Our first gig is coming up really soon, so let's get started!



## Getting Started

### Logging In



After the introductory movie, the **Log-in** screen will appear. Start by typing in your **name**. Then click on the **Password area** or hit **Tab**. Now make up a Password that you will remember easily and type it in.

If you want to change your password, click on the **Change Password** button and type in a

new password. The program will ask for confirmation, so you will have to re-type the new password.

After you have typed in your name and password, hit **Tab** again or click on the third text area. Type in a **name** for your friend. Then click on **Done** and the program will start.

**IT'S IMPORTANT TO REMEMBER YOUR PASSWORD. IF YOU LOG-IN WITH A NAME AND A PASSWORD, ALL YOUR SCRAPBOOK ENTRIES, SONGS, DANCES AND SHOWS WILL BE LINKED TO THAT PASSWORD. IF YOU LOG-IN WITH A DIFFERENT PASSWORD, YOU WON'T BE ABLE TO SEE OR LOAD ANY OF THE SONGS, DANCES, ETC, THAT YOU CREATED PREVIOUSLY.**

But if you do forget your password, don't despair. Simply carry out the following steps:

Go to:

**Start menu**  
**Programs**  
**LEGO Media**  
**LEGO Friends**  
**Password Utilities.**

## Getting Started

A list of all the names and their passwords will appear.

**Note: During log-in all of the buttons on the Menu Bar are disabled. Only the Quit and Help Buttons can be used.**

### Internet Connection

The program contains a facility for connecting to the Internet. Its default is the [www.LEGOMedia.com/friends/site](http://www.LEGOMedia.com/friends/site). If you click on this button, LEGO Friends will ask you for the personal Web number. You should ask your parents or an adult for permission before using the Internet. To obtain the number, read the section dealing with the **www Button** on page 15.

If you have tried to connect to the Internet but cannot do so, this is probably because your computer does not have the correct software. Click the **Cancel Button** on the **WWW Window** this will take you back to the **Main Menu**. If you still cannot get back to the Main Menu press **Alt F4** to quit LEGO Friends and then **restart** LEGO Friends. To restart click on:

**Start**  
**Programs**  
**LEGO Media**  
**LEGO Friends**  
**LEGO Friends**

Now you can log in again (see page 10).



# Moving Around The Program

## Buttons

### Help Button



If you need help, click on the **Help Button**. Your cursor will change to a question mark. Then click on anything on the screen that you want to know more about. Your Friend's voice will explain what each thing does. When you don't need any more help, click on the Help Button again and the question mark will disappear.

### Quit Button



If you want to leave Sunnyvale and exit LEGO Friends, click on the **Quit Button**. Before you quit, the program will automatically save any changes you have made to the Scrapbook. **But you will have to save any compositions, dance routines or stagershow yourself.**

## Menu Bar



There are five buttons on the Menu Bar, each with different functions.

### 1. Town Button



Pressing this button will take you to Town View.

**Note: You can't use this button if you are already in Town View.**

# Moving Around The Program

## Town View



In **Town View** you can choose a location to visit. You can pick the **Bedroom** where you will find the Scrapbook, **Anita's Basement** where you can practise music and dance, the **Auditorium** where you can design a stage set, or **Tina's Cafè** where you can hear the latest hot gossip and Sunnyvale news.

All of the locations, except Tina's Cafe, have **activities** associated with them. There are several stories in each location and each story will take you to an activity. When you navigate using the **Town View**, the stories will be triggered as soon as you arrive at a location.

You can also pick an activity directly from the Town View - choose from: **Music, Dance, Stagershow** and **Scrapbook** or you can get to an activity by clicking on the **Activities Button** in the **Menu Bar**.

### 2. Activities Button



This button lets you go directly to an activity without first hearing a story. You have a choice of four activities to choose from. Simply select the one you want from the **Activities Window** and you will go straight there.

## Activities Window



### 3. Mobile Phone Button



The phone will ring from time to time to give you ideas about what to do next. You can answer the phone by clicking on the **Mobile Phone Button**. If you want to make a call yourself, click on the button and find out who is on the other end of the line.

### Mobile Phone Window



When you get or make a call, you can either click on **Go!** to go to the place the caller is inviting you, or click on **Cancel** to carry on with what you were doing before the phone rang.

Once you have composed a tune, choreographed a dance and created a show, the phone will ring with an invitation to put on a gig at the Auditorium.

**Note: The Mobile Phone is not a help function.**

### 4. Camera Button



The Camera Button has two functions:

(i) Click on the **Camera Button** to take a **snapshot** of the screen when a story is being told. You can then use your snapshots in the **Scrapbook**.

**Note: You can't use the camera when you are in an activity.**

(ii) To view and use your snapshots, go to the **My Diary** section of the **Scrapbook** and click on the **Camera Button**. This will bring up a film strip showing the snapshots you have taken. To find out more about using your snapshots look at **Bedroom/Scrapbook** on page 17.

### 5. WWW Button



This button connects the program to the Internet. Before doing so the following screen will be displayed:

### WWW Window



This means that you will have to ask your parents' permission before you can use the Internet. To launch the Internet, type in the **Web Number**. Once the Web Number has been inserted, the program will link to our Web site where you will find a number of activities, technical tips and product information. If you decide not to access the Internet, click on the **Cancel Button**.

**WEB NUMBER: 10.544.504-4**





## Activities And Stories



The LEGO Friends CD-ROM contains **13 stories** that feature all the characters. The stories are associated with different locations and they play automatically when you visit a location. Each location has a few stories that will play in a random order every time you visit. Once a story has played, it will be queued at the end of the line.

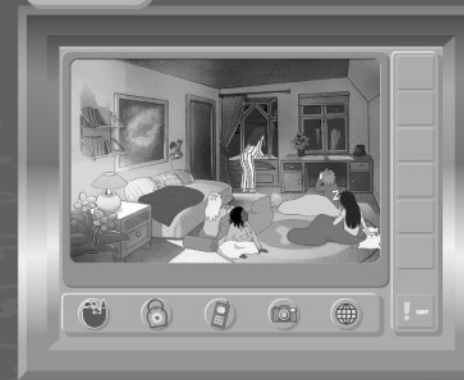
All of the stories (except for those told in Tina's Café) are in two parts. The first part invites you to carry out the activity associated with the location. Once you have completed the activity and returned to the location from the activity, the epilogue of the story will play. You can interrupt a story by clicking on an item in the **Menu Bar** such as the **Town Button**.

There are four locations to choose from - the **Bedroom**, **Anita's Basement**, the **Auditorium** and **Tina's Café**.



## Activities And Stories

### Bedroom



In the Bedroom you will find three stories:

- ❁ The Sleep Over
- ❁ Star Signs
- ❁ Lost and Found

### Scrapbook

You can also access the Scrapbook in a number of ways:

- ❁ Through the stories in the **Bedroom**, which will invite you to use the Scrapbook
- ❁ Click on the **Activities Button** in the Menu Bar
- ❁ Click on **Scrapbook** in the Town View

The best thing about the Scrapbook is that everything you put in it is **COMPLETELY PRIVATE**. Remember the password you typed in when you started using LEGO Friends? Well, unless someone else finds out your password, no one will be able to see what you type into the Scrapbook. You can use it as a diary. So don't forget your own password.

### My Diary

In **My Diary** you will find a set of prompts that will give you an idea of what to write. You can choose a prompt given on a page or **scroll** until the tasks end. Then you can use the page as a straightforward diary. You can also **delete** the prompts if you would rather write something else.

### Scrapbook/Diary



If you would like to carry out a prompt, first find the story that contains the picture you have been asked to snap. Take the **snapshot** (by clicking on the **Camera Button**). Then type your response to the prompt on the left-hand side.

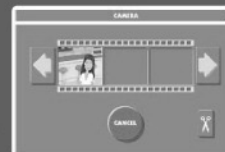
To type, click with the **mouse** in the typing section to bring up the insertion cursor. Use the **keyboard** to type in the text.

### Camera Button



To add a snapshot, click on the **Camera Button**. This will bring up a filmstrip. You can scroll the film to the left or right using the **side arrows** to browse through the snapshots you have taken.

### Filmstrip Window



When you have found the snapshot you want to use, you can place it on the right hand side page of the Scrapbook. To do this, **click and drag** on the snapshot you have chosen and place it in one of the two slots provided. Once there, the

snapshot will re-size itself to fill the slot. If you want to **replace** the snapshot on the page, just **drag** a new one on top of it. If you would like to **delete** snapshots from the filmstrip, use the **scissors** next to the strip and click on the snapshot you want to delete. To stop the deleting function, just click the scissors back to their original slot.

If you like, once you've placed your snapshot on the page, you can type in a caption in the text area underneath. If you want to look back on previous notes or insert a new snapshot, click on either the **left** or **right arrows**.

### Print Button



If you would like to print the scrapbook, go to the page you want to print and click the **Print Button**. Once you have your printout, you can colour it in or add new notes by hand. You could even try making covers for the pages you print out and turn them into a little book.

## Activites And Stories

### My Friend



This section of the **Scrapbook** lets you set the **preferences** of your **Friend** character - her likes, dislikes, favourite colour, and so on. You can select from a number of choices and also type in her special secret.

The program **automatically saves** any changes you make to the Scrapbook, so you don't need to save manually. Next time you access the Scrapbook, everything you have entered into it will still be there.

### Bedroom Button



If you wish to return to the main character's bedroom, click on the **top button** on the right hand side.

### Help Button

See Getting Started

### Exit Button

See Getting Started

## Activites And Stories

### Anita's Basement



In Anita's Basement you will find four stories:

- ✿ In-depth Interviews
- ✿ Practice Makes Perfect
- ✿ Karaoke Scam
- ✿ The Talent Scout

### Music



You can access the Music activity in a number of ways:

- ✿ Go to the stories in **Anita's Basement** (they will then take you to the Music activity)
- ✿ Click on the **Activities Button** in the **Menu Bar**
- ✿ Click on **Music** in the **Town View**

The Music activity lets you construct thousands of fabulous tunes. It provides you with a range of different instruments, harmonies and music styles for you to use to compose a musical masterpiece. You will be able to save and load your compositions.

### Music Styles



You have three music styles to work with - **Dance**, **Techno** and **Rock**. The styles are displayed in this order at the top of the screen above the score. You can choose any style or any combination of styles to compose your tune.

### Sample Button



To compose a tune, start by listening to samples of different instruments. First, click on the instrument you want to hear samples of. The **Sample Buttons** at the top of the screen will be filled with sound samples of that instrument.

### Scissors Button



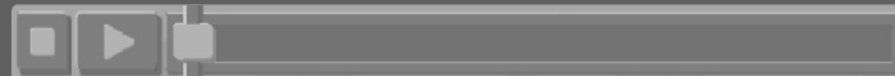
You can **hear** the instrument you have chosen by clicking on the Sample Buttons. Once you have found a sound you like, click on the **Sample Button** and **drag** it onto the score to any empty or filled cell. If you want to delete a sample from the score, click on the **Scissors** and then on the sample. To stop the deleting function, just click the scissors back to their original slot.

### Harmonies



You can select a harmony by clicking on the coloured bars on the top left of the screen. Once you have chosen a harmony, you will notice that the sample buttons over the score will change to the colour that you have selected. You can listen to the new sounds by clicking on the **Sample Buttons**.

### Play and Stop Buttons



You can have a sneak preview of your composition at any time by clicking on the **Play Button**. If you want to stop the tune, click on the **Stop Button**. You will notice that as the tune plays, the **playback head** follows the bar that is currently playing. If you want to listen to a particular part of the composition, **drag** the **playback head** to that point and click **Play**. The tune will start playing again from that point.

### Clear Button



If you want to clear your score, click on the **Clear Button**. This will remove all the samples you have placed on the score.

### Sound Button



On the left of each instrument track, you will see a **Sound Button**. If you want to **mute** (silence) a particular track, you can click on the Sound Button next to the track that you want to be silent. To make the track produce sound again, click on the Sound Button again.

### Save Button



If you want to save your composition, click on the **Save Button**. This will bring up the **Save Window**. Type in a name for your tune and click on **Save**. If you want to delete a previous tune, click on **Delete**.

### Load Button



If you want to load a tune that you composed previously, click on the **Load Button**. This will bring up the **Load Window**. Click on the tune you want to load and then click on **Load**. If you want to delete a previous tune, click on **Delete**.



## Activites And Stories

### Dance Button



If you want to create or edit a dance routine to go with a tune you have composed, click on the **Dance Button**. (Look on page 25 to find out more about how to choreograph a dance routine.)

### Perform Button



If you would like to see the girls perform your tune, click on the **Perform Button**. You will see the girls in the basement, practising the music and dance you have put together (if you have already choreographed a dance routine).

### Perform



Once they have finished the routine, you will see the **epilogue** of your narrative. (This will only happen if you arrived at the activity through a location, and not if you got there directly.) If you would like to return to your tune after the performance, click on the **Activities Button** on the **Menu Bar**, then click on the **Music Button**.

Perform can be accessed from both the Music and Dance activity.

### Help Button

See Getting Started

### Exit Button

See Getting Started

## Activites And Stories

### Dance



You can access the Dance activity in a number of ways:

- Click on the **Dance Button** in the **Music activity**
- Use the **Activities Button** on the **Menu Bar**
- Click on **Dance** in the **Town View**

In the Dance activity you will be able to choreograph lots of cool dance routines. There are a number of different dance steps to choose from. You can combine these steps to create different dance routines. You will be able to save and load your dance routines.

### Sample Button



To construct a dance routine, choose a **Sample Button** with a dance step that you want to look at and click on it. Emma will perform the step for you. When you have found a step you like and want to use, **click and drag** it onto the score to any empty or filled cell.

### Scissors Button



To **delete** a step from the score, click on the scissors and then on the step. To stop the deleting function, just click the scissors back to their original slot.

### Sound Bars



If you have previously composed a tune, you can listen to each individual bar of music so that you can find dance steps that match it perfectly. To do this, click on the **Sound Bars** over the cells of the score. The bar of music for that cell will play.

### Play and Stop Buttons



You can watch your dance at any point, by clicking on the **Play Button**. If you want to stop it, just click on the **Stop Button**. If you have a tune on the music score, the program will play it together with the dance routine you are creating.

You will notice that as the routine plays, the **playback head** follows the cell that is currently showing. If you want to look at a particular part of the routine, just **drag** the playback head to that point and click **Play**. The routine will start showing from that point.

### Sound Button



To the left of the Sound Bar, you will see a **Sound Button**. You can click on it to **mute** the sound. Click on the button again to produce sound again.

### Save Button



If you want to save your choreography, click on the **Save Button**. This will bring up the **Save Window**. Type in a **name** for your routine and click on **Save**. If you want to delete a dance routine you created previously, click on **Delete**.

### Load Button



If you want to load a routine you created earlier, click on the **Load Button**. This will bring up the **Load Window**. Select the **name** of the routine you want to load and click on **Load**. If you want to delete an earlier routine, click on **Delete**.

### Perform Button



If you'd like to see Emma perform your dance (together with any music you have already composed), click on **Perform**. Once the routine is finished, you will see the **epilogue** of your narrative (only if you arrived at the activity through a location and not if you got there directly). If you would like to return to your dance after the performance, click on the **Activities Button** on the **Menu Bar**, then click on the **Dance Button**.

### Music Button



If you want to create or edit a tune for your dance, click on the Music Button. You can find out more about composing tunes on page 21.

### Load Song Button



If you want to load a different song from the one currently in use, click on the **Load Song Button**. This will bring up the **Load Song Window**. Select the tune you would like to load and click on **OK**.

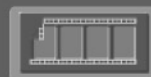
### Help Button

See Getting Started

### Exit Button

See Getting Started

### Clear Button



If you want to clear your score, click on the **Clear Button**. This will remove all the steps you have placed on the score.





## Auditorium



The auditorium is where the music and dance shows take place. Here you will find three stories:

- ✿ The Director
- ✿ Out of Bounds
- ✿ Enter Mrs Sharpe

## Stageshow



The stories you hear in the Auditorium will direct you to the **Stageshow** activity.

You can access the Stageshow in the following ways:

- ✿ Click on the **Activities Button** in the **Menu Bar**
- ✿ Click on **Stageshow** in the **Town View**

In the Stageshow activity you will be able to construct a show using **slides** and **lights** against which the band will play. You have **16** different slides and a set of **5** lights to choose from. You will be able to save and load the shows you design.

## Sample Button



You can select a slide by clicking on one of the **Sample Buttons**. The slide will then be displayed behind the stage for a few seconds. If you want to use the slide in your show, **click** on it and **drag** it onto the score. It will then be displayed behind the stage.

## Scissors Button



To **delete** a slide from the score, click on the **scissors** and then on the slide. To stop the deleting function, just click the scissors back to their original slot.

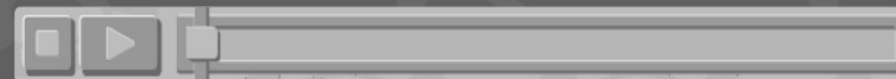
## Lights



To choose spotlights for the girls, **roll your mouse over the lights** above the stage. A **colour selector** will appear. To browse through the lights just **click** on the selector to make it rotate. Once you have found a colour you like, stop clicking and the light pool will remain on the stage. You can do this for each of the girls.

If you would like to put spotlights on the girls every time a slide changes you will have to select lights for each slide. To select spotlights for each slide drag the **playback head** (see Play and Stop Buttons below) to it and then click on the colour selector as before.

## Play and Stop Buttons



You can preview your show at any point, by clicking on the **Play Button**. If you want to stop it, just click on the **Stop Button**. You will notice that as the show plays, the playback head follows the bar that is currently playing. If you want to see a particular part of the show, **drag** the **playback head** to that point and click **Play**. The show will start playing from that point.

## Activites And Stories

### Sound Bars



If you have previously composed a tune you can listen to each individual bar of music to find a slide that matches it perfectly. To do this, click on the Sound Bars above the cells of the score. This will play the bar of music for that cell.

### Sound Button



Next to the Sound Bars is a **Sound Button**. You can click on it to **mute** the Sound. To get the sound back, click on the Sound Button again.

### Save Button



If you want to save your show, click on the **Save Button**. This will bring up the **Save Window**. Type in a **name** for your show and click on **Save**. If you want to delete a previous show, click on **Delete**.

### Load Button



If you want to load a previous show, click on the **Load Button**. This will bring up the **Load Window**. Select the show you want to load and click on **Load**. If you want to delete a previous show, click on **Delete**.

### Auditorium Button



If you want to return to the **Auditorium**, click on this Button.

### Load Song Button



If you want to load a different song from the one currently in use, click the **Load Song Button**. This will bring up the **Load Song Window**. Select the tune you would like to load and click on **OK**.

## Activites And Stories

### Clear Button



If you want to clear your score, click on the **Clear Button**. This will get rid of all the samples you have placed on the score.

### Help Button

See Getting Started

### Exit Button

See Getting Started

### The Gig



Once you have composed a tune, choreographed a dance, and designed a show, the phone will ring. Tuff Stuff will be invited to put on a gig at the Auditorium. Just click on the **Go! Button** on the phone. You will see the girls perform your creation in front of a screaming audience.

### Tina's Café



In Tina's Café you will find three stories:

- ❁ Emma's Birthday
- ❁ The Art of Advertising
- ❁ Divided Loyalties

The stories in **Tina's Café** don't take you to any activities, but it's a great place to take photos for the **Scrapbook** and find out the latest gossip in Sunnyvale.



## Sample compositions

Why not try out the five compositions below? Follow the patterns and colours and then play them. If you like them, you can add them to your own saved compositions.



## Credits

<b>Design</b>	Flipside Ltd
<b>Script</b>	Maureen Hasselhurst
<b>Programming</b>	Ivanoff Interactive
<b>Animation</b>	Tiny Film Aps
<b>Graphics</b>	The Design Clinic
<b>Sound &amp; Music</b>	LEGO A/S

### LEGO Media International

Mark Livingstone: Worldwide Managing Director

### Product Development

Laurence Scotford: Head of Constructive, Games & Girl's Software

Adriana Eyzaguirre: Producer

### Testing & QA

LEGO A/S

### Localisation

Cara McMullan: Localisation Manager

### Production

Nic Ashford: Logistics Manager

### International Marketing

Petra Bedford: Marketing Director - Europe & Asia

Samantha Fay: Marketing Manager for the title

Ron Gibson: US Marketing Manager

### International Sales

Leah Kalboussi: Sales Director - Europe & Asia

Gregg Sauter: US Sales & Marketing Director

### Kids Testers

Lisbeth Frolunde, Saint Bernardotte School (Copenhagen), The LEGO Group (Billund) and Icon Media Lab.

### Additional Thanks

Additional thanks to Henrik Rossing and Julia Buerstedde.

# Technical Support

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In the unlikely event of a software fault or incompatibility with your hardware please return the complete package, with your receipt, to the original place of purchase.

If you do telephone, please be sitting in front of your computer (if possible) and be sure to provide us with as much information as possible. Make sure to note the exact type of hardware that you are using in your system, including:

- Speed and Manufacturer of your Processor
- Make & Model of your Sound Card and Video Card
- Make & Model of your CD-ROM or DVD Drive
- Amount of RAM present
- Any additional Hardware and Peripherals
- Any error information

**Note:** If you have any problems in obtaining any System Information please consult your System supplier.

## Epilepsy Warning

Please read before using any video game or allowing your children to use it. Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy.

If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing.

Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms - dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions - discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES. Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

